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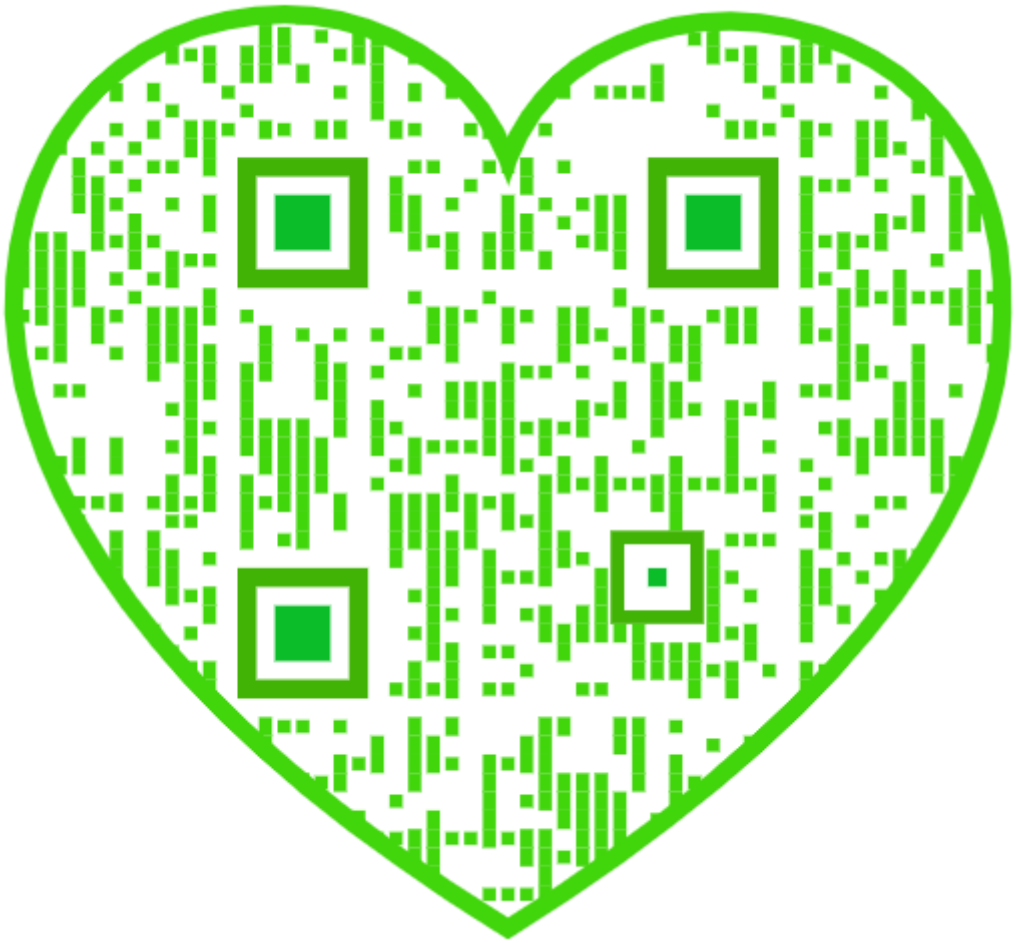

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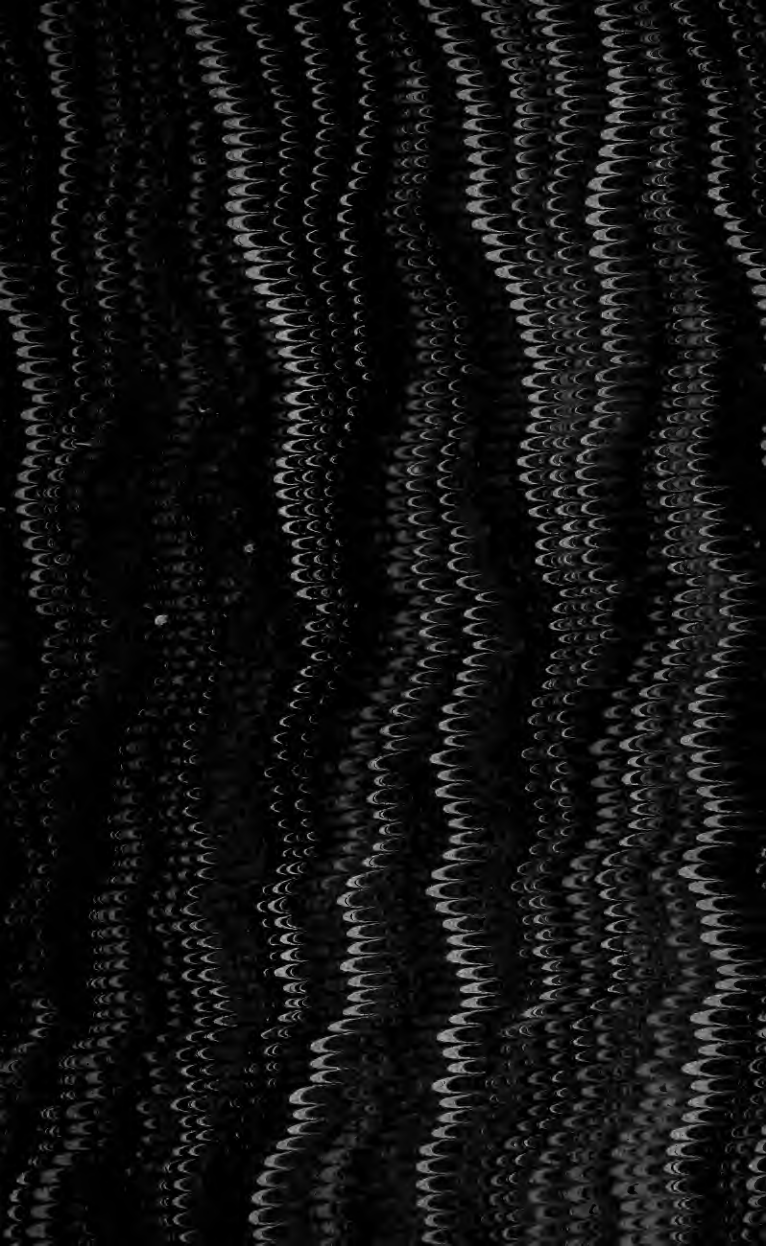

2.6.

A HANDBOOK
OF THE
Modern * Scientific * Game
—OF—
WHIST.

A

HANDBOOK

OF

WHIST

DESIGNED AS A BOOK OF REFERENCE

FOR THOSE

WHO WOULD PERFECT THEMSELVES

IN THE

MODERN SCIENTIFIC GAME OF WHIST.

—0—

COMPILED FROM

THE BEST AUTHORITIES ON THE GAME,

BY

GEO. W. BAILEY.

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A HANDBOOK OF WHIST.

INTRODUCTION.

In this handbook, an attempt is made to condense, arrange, and to marshal into a system, all the specific directions for play that could be found in the works of the acknowledged masters of the game of whist. The object is to present these directions unencumbered by explanation or discussion, in a form convenient for reference.

Many topics are omitted, in which a novice would find instruction necessary.

To the unscientific player, it may seem a perplexing mass of details,—of doubtful authority, and challenging a most prodigious effort of the memory.

But to the genuine student of whist, who has perused such works as those of Pole and Cavendish, and strives to apply their principles in his play, this Handbook of Reference is offered, to show him at a glance, what to do in any given situation,—what to lead, and what to play.

That which he is expected to gather from these pages, and to hold in memory, is—

(1.) The point at which one principle or maxim is modified by another; and—

(2.) Where one principle, ceasing to be applicable, is superseded by another; and, probably, an opposite one.

To him, as the reason of any play,—or, under slightly changed conditions, why a modified or opposite play is adopted,—will be suggested the fundamental principle of the game; namely, that **each hand is not to be played independently, but in conjunction with the partner's hand.**

The directions, tables, and synopses of this little book, have been so arranged that a solution may be quickly found to almost any case of doubt or perplexity that can arise in the mind of a player, during the course of a hand. If he will form the habit of fixing in his mind the doubtful situation, and of looking it up afterward at an early opportunity;—say, during the next deal, or later,—he will in a short time greatly improve his play.

Moreover, it is believed that these tables are so suggestive of the theory of whist, that any person studying them, will find his play rapidly becoming a matter of judgment rather than of memory. The relief thus afforded, will enable a player the more easily to keep his attention fixed on the fall of the cards, and the more accurately to infer the position of the cards unplayed.

As a fitting conclusion to this introduction the compiler would disclaim all credit for originality, except for the design and arrangement of the matter herein presented.

The authorities on whist are such 'household words,' and their works so commonly in the possession of players, that it has been deemed entirely unnecessary to make references to them for the support of each individual statement.

THE PLAN OF THIS BOOK.

The choice of ***suits*** from which to lead, is first considered. The best, or strongest play is given at the outset. The remaining leads follow in the order of their preference.

Eight directions, applicable solely to the opening player, are first separately presented.

After these, comes a more general series of twenty-six directions, for the guidance of any succeeding leader. The latter series applies also to instances in which the lead is obtained the second and third time in the hand. The first series is included in the second.

Next, of this series of twenty-six leads, those which are general in their character, are separately discussed, in order to set forth in detail what particular ***card*** of the suit chosen, should be selected for leading.

Two synoptical tables, one for trumps, (TABLE I.), another for plain suits, (TABLE III.), have been constructed.

These furnish, as it were, a bird's-eye view of the relation which exists between the strength in a suit, and the card which should be led from it.

Two other tables present in a graphic manner the points of difference in leading from trumps and from plain suits. One of these, (TABLE IV.), refers to suits of five or more; the other, (TABLE V.), to suits of four.

TABLE II. exhibits the many radical differences, as well as numerous similarities, in leading trumps from suits of four, in the two following circumstances.

1st, when led originally.

2d, when led in return of partner's lead, etc.

The play of the second, third, and fourth hand is then separately discussed; and finally the discard.

Even the most perfect familiarity with all these general or minute directions, and the readiest application of them in play will not be sufficient to constitute a person, a player of the highest rank. Whist is such a rare and perfect game, that there will still be left an almost boundless, and ever varying field for ingenious inferences and strategical lines of play.

THE LEAD.

I. OF THE OPENING PLAYER.

In the opening play the leader has mainly to consider his own hand.

In the lead of trumps, however, the turn-up card, if it be ten or nine, may affect the lead. Thus—

A. *Ten* turned up at right.
1. From *K., Kv., 9, etc.* Lead *Kv.,* instead of lowest.
2. " *Q., Kv., 9, etc.* Lead *Q.,* " " "

B. *Nine* turned up at right.
3. From *Kv., 10, 8, etc.* Lead *Kv.,* instead of lowest.

In one instance given by Cavendish, the opening lead entirely depends on the partner. The leader holds—

A., K., Q., 3, of diamonds; which are trumps.
9, 8, 6, 4, 3, of hearts. A., K., Q., of spades.
8, of clubs. Score: Love-all.

His conclusion is that with ninety-nine partners out of a hundred, a heart would be the right lead. But with an "angel" for a partner, one round of trumps" (the Queen) as a feeler would be right, and then a lead of hearts. By the change of suits the partner should understand that he is not to return the trump lead unless he is very strong in them.

DIRECTIONS FOR THE OPENING LEAD,

I. FIRST CHOICE.

Lead Trumps from five or more. — With the requisite number of trumps in hand, this lead is generally considered *imperative.* And yet when the leader has but five trumps, there are exceptions.

1. When only the odd trick is needed to win or save the game.

2. When the leader is especially weak in plain suits, and is at a disadvantageous score.

II. NEXT CHOICE.

From four trumps, and either commanding or well protected cards in the three plain suits, **lead trumps.**

So, also, from commanding strength, with three trumps, including Ace and King.

Discontinue, however, the trump lead if partner turns out very weak in them, and your good cards in plain suits are only "well protected."

III. NEXT CHOICE.

Holding four trumps with Ace at the head, a strong head sequence, (say, A., K., Q., etc.,) in one plain suit; and a probable trick, (say, K., guarded,) in another suit,—**lead trumps.**

Do not, however, part with Ace of trumps until the third round of the suit.

IV. NEXT CHOICE.

Lead from your strongest plain suit of five or more.

V. NEXT CHOICE.

Lead from your strongest plain suit of four.

If headed only by an eight or nine, it would be better to lead from an advantageous weak suit.

VI. NEXT CHOICE.

Lead trumps from good suit of four, if your only other recourse would be to lead from a disadvantageous suit of three.

VII. NEXT CHOICE.

Open your most advantageous weak suit.

The term 'advantageous' as here applied to weak suits, is fully explained in the detailed discussion of this Direction.

VIII. LAST RESORT.

With a poor hand, and the score being desperate, **lead trumps.**

II. COMPLETE DIRECTIONS FOR LEADING.

We shall generalize still further, and introduce in their proper order, the leads for succeeding players, dependent somewhat on the score, on the fall of the cards, on the previous play or lead of the partner, and on the inferences drawn from the adversaries' leads or play. Discards are also valuable "pointers" in determining the lead. Broadly stated, THE PLAYER SHOULD EITHER LEAD TRUMPS OR OPEN HIS STRONGEST SUIT.

We cannot overlook the necessity of stating that the authorities uniformly and emphatically condemn the lead from a single-card plain suit, in the hope of utilizing low trumps in the succeeding rounds of that suit. The chances are that nothing will be gained thereby; and much may be lost, by DEFERRING other and better leads to this method of making a trick or two early in the hand.

The directions already given for the leads of an opening player will be repeated; for the purpose of numbering all together in a series.

We would impress upon the reader that these leads are arranged in the order of their preference. Evidently but one direction can be followed at a time. That one should be chosen, coming earliest in the series, which is applicable to the leader's hand, to the state of the game, and especially to the partner's knowledge of the game. It would certainly, then, be useless to attempt any fine play, wherein the possible advantage to be derived, would be neutralized by the confusion caused in the mind of the partner. Better also for any one to play a simple game, that is thoroughly understood, than to at-

tempt to follow a direction, though given early in the series, which is rather beyond his experience in the game. Therefore, as soon as you get the lead,—

I.

Lead trumps from five or more.—Two exceptions have been stated, and others will be noted, in which a lead of trumps from *five only*, without other strength, would not be the best play.

1. As original leader.
   a. When you need only the odd trick to win or save the game.
   b. When the five trumps are small, and you are especially weak in plain suits, and at a disadvantageous score.
   c. The following is an exception to Direction I., and also to the ordinary lead from the long suit.

From { 9, 6, 4, 3, 2, of trumps, / 7, 2. / Ace, / A., 8, 6, 3, 2, } in plain suits.

Score: Leader, 3; opponents, 2.

F. H. Lewis led the three of the long plain suit.—See Proctor's Whist, page 159.

2. When not the original leader, and the play shows that your partner has no good suit, while your own hand is weak outside of trumps.

Moreover, note the principle that at the score of four-all (five being the game) it is exceedingly hazardous to lead trumps.

With six trumps, or five trumps and an established suit, you should trump a certain winning card of an adversary, and then ***lead trumps.***

But from five trumps, of which you have used one to get the lead, a trump lead cannot be ventured from the remaining four, unless you have a strong hand (see Direction III.); or unless you can infer strength in your partner's hand. And certainly ***not***

if either adversary shows strength in trumps. Compare also the play of the second, third and fourth hands, renouncing.

II.

Force your partner by leading a suit which he has renounced, and of which the adversaries hold the winning card.—

1. **If you are strong in trumps.**
   - a. Holding five or more.
   - b. " four trumps, two being honors.
   - c. With even four weak trumps, if your partner has shown weakness in trumps, or the adversaries, strength in them ; or if you and your partner are evidently weak in plain suits.
2. When weak in trumps, as follows :
   - a. When the partner not having indicated strength, asks for a force.
   - b. When the position shows a cross-ruff.
   - c. When the adversaries have signaled.
   - d. To win or save the game, when you are not very sure of making the trick any other way.

Except as thus stated, **Do not force your partner, if you are WEAK in trumps.**

Occasions for leading so as to force the partner, though somewhat frequent, generally arise after the player has led originally; but since the lead sometimes otherwise occurs, and then takes precedence of other more common ones, it requires to be placed thus early in the series.

III.

With four trumps, and either commanding or well protected cards in the three plain suits, **lead trumps.** So, also, from commanding strength, with three trumps, including Ace and King.

Discontinue, however, the trump lead if partner turns out very weak in them, and your good cards in plain suits are only well protected.

The rule is here limited so as to include the lead of an opening player.

But a succeeding player, with commanding cards in the three plain suits, may **lead trumps** even from three, if he can infer strength in trumps in his partner's hand, or adversaries' weakness in them; as for instance:—

If one adversary has led a plain suit, and the other has not signaled.

Further, with a long suit perfectly established, and winning cards in the two other plain suits, **a trump may be led** even from two.

IV.

Holding four trumps with Ace at the head, a strong head sequence, (say, A., K., Q., etc.,) in one plain suit; and a probable trick, (say, K., guarded,) in another suit,—**lead trumps.**

Do not, however, part with Ace of trumps until the third round of the suit.

V.

Holding but one trump, but having strong cards in the three plain suits, **lead the trump singleton, if your partner dealt.**

VI.

Lead trumps:—

1. **In return of partner's lead of trumps.**
   "Sudden illness or default in trumps" are said to be the only excuses for failure in this regard. But this must be taken *cum grano salis.*
2. In answer to partner's call for trumps.
3. If he has refused to trump an adversary's certain winning card.
4. If he has refused to overtrump.
5. If he has discarded an honor.

VII.

If the adversaries have developed a **cross-ruff** against you; i. e., each trumping a different suit, **lead trumps;** and get out two rounds if possible.

VIII.

You holding the best trump, and the adversaries but one other, **lead the best trump** to bring down that one,—

1. When you have an established suit.
2. When your partner has an established suit, and you can put the lead into his hand.
3. If the adversary who holds the last trump, has also an established suit.

Thereupon, lead your established suit, or give your partner the lead.

Do not lead the best trump to extract the last trump from an adversary, *if he* holds a card in his partner's established suit, by which he might throw the lead into that partner's hand; and *if you* are without an established suit.

IX.

When you or your partner have led trumps, and your left hand adversary renounces, discontinue the trump lead, and adopt the next best lead in this series.

Sometimes it is well to continue your trump lead through a left hand adversary after his partner has renounced them.

On the same principle, when the adversaries are leading trumps; if you, as fourth player, have won the first round with a ten-spot, or cheaper, and still hold Ace, Kv., etc., lead a low one.

X.

Lead the winning card of a plain suit which has been already led once.

Follow this direction, especially if you can thereby ***force the strong trump hand of an adversary.*** But do not follow it, if it gives the adversary with the strong trumps a chance to discard, and the other a chance to trump.

Holding Ace and Queen only, of a plain suit led by your partner; if you win with the Queen, follow the direction above stated, and lead Ace at once. If the suit was led by an adversary, hold the Ace.

But see C. 8, under Play of the Second Hand in Plain Suits.

By winning the first round with the Ace, or other best card, and then leading a card which would have taken the trick, you may signify that you hold all the intermediate sequence.

XI.

Two rounds of partner's suit being out,—(1) if it is established, or (2) if partner has shown weakness in trumps (say, by not forcing you, or otherwise),—**lead trumps** from even weak suit of four, if you hold good cards in the other two suits.

XII.

If the adversaries have led trumps, and your partner has renounced, it is often right to endeavor to weaken the adversaries by **continuing** their **trump lead.**

XIII.

Suppose adversaries have led trumps, and your game is desperate, **lead from your weakest suit.** Your partner should finesse deeply in it, and should lead his weakest suit. Compare note on page 9.

XIV.

Lead from your strongest plain suit of five or more.

XV.

Lead from your strongest plain suit of four, headed at least by an honor. Compare XXI.

XVI.

Your long suit being established, if neither adversary has led or called for trumps, **lead trumps from suit of four.**

XVII.

Return partner's lead in a plain suit.—This is ordinarily a matter of course, if you hold the best card in it (compare Direction X.); or if you hold only one more and are short in trumps, and especially if you have not a good long suit.

But if partner evidently led from a weak suit, and you have no strength in it, do not return the lead. So, also, if you have won his lead cheaply, the return of the lead will hardly be advisable. Direction XVIII., or XXIII., would be preferable.

As a general principle, if you have any strength,—trumps, or a long suit,—lead from it, and thus inform your partner, before returning his lead in a plain suit.

XVIII.

Lead up to a weak fourth hand; or lead through a strong second hand; i. e., strong or weak as regards only the suit you are about to lead.

The first alternative is preferable to the second, and is often a good lead when you, fourth hand, have won very cheaply a trick in your adversary's suit.—See Direction IX.

XIX.

Lead a "thirteener," if you have good trumps, but not the command in them.

XX.

Suppose you have all the remaining trumps: your partner's suit is established, but you have none of them to lead. If obliged to open a fresh suit headed by King, Queen, or Knave, **lead the highest** irrespective of the number you hold in the suit.

This is called DESCHAPELLE'S COUP. It may be defeated if an adversary, holding Ace, reserves it until the second round of the suit.

XXI.

Lead from a suit of four, not containing an honor.

XXII.

Lead trumps from a good suit of four, if your only other recourse would be to lead from a rather disadvantageous suit of three, or an especially weak suit of four.

XXIII.

Open your most advantageous weak suit.

XXIV.

With a very poor hand, and the score being desperate, **lead trumps.**

XXV.

Toward the end of a hand,—holding a long suit not yet led, headed by a Queen or Knave, which can only go around twice on account of trumps still out,—treat it as a short suit, and lead the highest.

XXVI.

Where a suit can go around but once, and you have not the winning card, lead your lowest.

LASTLY.

Use your best judgment, and do not try to follow these directions too literally.

THE CARD TO LEAD.

DIRECTION I. IN DETAIL.

(See pp. 7 and 10.)

The management of trumps is, perhaps, the most difficult—certainly the most important—of all points at whist. The skill of a player is shown more in the selection of "the proper moment when trumps should be led, or the enemy's strength in trumps reduced by forcing, or their lead of trumps delayed by properly placing the lead, than by any other parts of whist strategy."

Evidently, the primary object in leading trumps is to exhaust the adversaries; and, secondarily, to make tricks, either with or without the partner's assistance. The ultimate object of the lead is to defeat the adversaries' high cards, or long suits, by trumping; and by thus getting the lead, to make good your own or partner's high cards and long suits.

The defence of the weak side consists in delaying the trump lead by changing suits; by stopping the lead at any risk; by forcing; by ruffing freely; and by retaining the command as long as possible in the adversaries' suits.

If you are leading trumps and your partner renounces, it is generally advisable to continue. If an adversary renounces, it is generally best to discontinue, and to try and make your and your partner's trumps fall separately. Sometimes, however, when one adversary

renounces, a trump lead, through the other adversary who still holds trumps, may be advantageous.

So, also, when an adversary is leading trumps, and his partner renounces, or plays a low card third hand,—a trump lead, particularly from the weak trump hand, through the adversary who originally led trumps, may be advantageous (see Directions IX. and XII.). But not if the weak trump hand has a fair chance to make his short trumps by ruffing; nor if he can lead winning cards to force the strong trump hand of the adversary.

In trumps, it will be noticed that a more backward game is played than in plain suits. The best card is retained as long as possible, in order to avoid losing the command of the trump suit.—See C., page 20, for notable examples of this principle.

Trump lead from five or more.—The various combinations of the five or more trumps can be arranged in three classes, according as the suit is headed—

1. By a single card.
2. " two cards in sequence.
3. " three cards in sequence.

The proper card to lead depends on the strength you hold in the suit. This relation, or dependence of the lead upon the strength of the suit, may be best studied from a synoptical table. It is very clearly shown by the regular gradation of the hands in the third column of Table I.; also for plain suits, in Table III., p. 24.

In the first and second columns of the table, the regular gradation is interrupted on account of the modifying force of a second principle; namely, the necessity of taking no risks of losing the command in the trump suit.

TABLE I.

TRUMP LEAD FROM FIVE.

1. SINGLE CARD AT HEAD.	2. SEQUENCE OF TWO.	3. SEQUENCE OF THREE.
Lead lowest of the sequence. ☞	A., K., Kv., etc. A., K., and five low ones.	A., K., Q., etc. K., Q., Kv., etc.
A., Q., Kv., etc. A., Q., 10, 9, etc. A., Kv., 10, 9, etc. K., Kv., 10, etc.	☞ **Lead lowest of the under sequence.** ☜	
Ace and six low ones.	K., Q., 10, etc. K., Q., and five low ones. Q., Kv., 9, and three low ones.	Q., Kv., 10, etc. Kv., 10, 9, etc. 10, 9, 8, etc.
Lead highest of the sequence (or highest).		
A., Q., 10, etc., without the 9. A., Q., etc., below 10. A., Kv., 10, etc., without the 9. A., Kv., etc., below 10. A., etc., below Kv. K., Kv., etc., below 10. K., etc., below Kv. Q., etc. Kv., etc. 10, etc. Etc., etc. ☞	A., K., and less than five low ones. K., Q., and less than five below 10. Q., Kv., 9, and less than three low ones. Q., Kv., and low ones. Kv., 10, etc. 10, 9, etc. 9, 8, etc. Etc., etc. **Lead lowest.**	9, 8, 7, etc. 8, 7, 6, etc. Etc., etc.

For a comparison of the leads from suits of five or more **in trumps,** and **in plain suits,** see Table IV.

The above facts will now be presented in the somewhat clearer form of general directions.

TRUMP LEAD FROM FIVE OR MORE.

A. With strong head sequence; or with high card at head, supported by an under sequence. From—

1. A., K., Q., etc.,
2. K., Q., Kv., etc.,
3. A., Q., Kv., etc.,
4. A., Q., 10, 9, etc.,
5. A., Kv., 10, 9, etc.,
6. K., Kv., 10, etc.,

} **lead lowest of the** (head or under) **sequence.**

B. With a lower sequence at the head of the suit.

1. Q., Kv., 10, etc.,
2. Kv., 10, 9, etc.,
3. 10, 9, 8, etc.,
4. K., Q., 10, etc.,
5. Q., Kv., 9, and three others,

} **lead highest of sequence.**

C. With a strong, and very long suit.

1. A. and six low ones,
2. A., K., and five low ones,

} **lead high ones, then lowest.**

3. K., Q., and five low ones,

} **lead K. then low if K. wins.**

D. From A., K., Kv., etc., lead K. Then change suit to finesse on the next round, unless Q. was turned up at the left; or unless you want to get two rounds out immediately.—See VII., p. 13.

E. In other cases **lead lowest.** This will include:

1. Ace, with less than six low ones.
2. A., K., with less than five low ones.
3. A., Q., etc.; but not A., Q., 10, 9, etc.
4. A., Kv., etc.; but not A., Kv., 10 9, etc.
5. K., Q., with less than five low ones; but not K., Q., 10, etc.
6. K., Kv., etc.; but not K., Kv., 10, etc.
7. K. and low ones.
8. Q. and low ones.
9. Q., Kv., and low ones; but not Q., Kv., 10, etc. nor Q., Kv., 9, and three low ones.

There are a few modifications of the original trump lead on account of the turn-up card.

1. Queen turned up at left.
   From *A., Kv., 10, 9, etc.* Lead *A., then Kv.,* instead of lowest of sequence.
2. Knave turned up at left.
   From *A., Q., 10, 9, etc.* Lead *Q.,* instead of lowest of sequence.
3. Ten turned up at right.
   From *K., Kv., 9, etc.* Lead *Kv.,* instead of lowest.
   " *Q., Kv., 9, etc.* " *Q.,* " " "
4. Nine turned up at right.
   From *Kv., 10, 8, etc.* Lead *Kv.,* instead of lowest.

DIRECTION III. IN DETAIL.

(See pp. 7 and 11.)

Trump lead from four.—Follow the same directions, in detail, as are given under Direction I., for leading from five or more. This lead should be carefully distinguished from the leads included under A., in Direction VI.

Direction IV. is a lead from four trumps,—explained above in detail. Direction V. is the lead of a trump singleton.

DIRECTION VI. IN DETAIL.

(See p. 12.)

The lead of trumps—in return of partner's lead; in answer to his call; if he has refused to trump a winning card, or to overtrump; or if he has discarded an honor.

A. Holding four or more trumps.
   1. From any three honors, or from Q., Kv., 10, etc., **lead highest.**
   2. From any other four trumps, **lead lowest.**

B. Holding less than four.
   Lead highest; and if it wins, the next.

These directions are based on the principle of furnishing to the partner as much assistance as possible; while in Direction III. the object is to retain the command, and to get as much assistance as possible from the partner.

Wherein these purposes result in the same, or in different leads, will be shown in the table.

TABLE II.

COMPARISON OF TRUMP LEADS.

	THE SUIT.	LEAD AS DIRECTED IN III.	LEAD AS DIRECTED IN VI.
Sequence of three at head.	A., K., Q.. etc.	Lowest of Sequence.	***Highest.***
	K., Q.. Kv., etc.	" " "	"
	Q., Kv., 10, etc.	Highest.	Highest.
	Kv., 10, 9, etc.	Highest.	***Lowest.***
	10, 9, 8, etc.	"	"
	9, 8, 7, etc.	Lowest.	Lowest.
	8, 7, 6, etc.	"	"
	Etc., etc.	"	"
Sequence of two at head.	A., K., Kv., etc.	K., and change suit.	***Highest.***
	A., K., and two low ones.	Lowest.	Lowest.
	K., Q., 10, etc.	Highest.	***Lowest.***
	K., Q , and two low ones.	Lowest.	Lowest.
	Q., Kv., or lower seq. of two, and two low ones.	Lowest.	Lowest.
Single card at head.	A., Q., Kv., etc.	Lowest of Sequence	***Highest of the suit.***
	A., and three low ones.	Lowest.	Lowest.
	K.. Kv., 10, etc.	Lowest of Sequence.	***Lowest.***
	Other suits of four.	Lowest.	Lowest.

DIRECTION VII. IN DETAIL.

(See p. 13.)

Lead of trumps to stop a cross-ruff—getting out two rounds if possible.

1. Holding highest trump, lead it.
2. Holding four or more, follow the direction in detail under I. and III.
3. Holding three, follow Direction XXIII.
4. Holding two, lead highest.

Directions VIII., IX., X., XI., XII., are either specific in their nature, or may be referred to those already given in detail. Direction XIII. is a lead from the weakest suit.—See XXIII.

DIRECTION XIV. IN DETAIL.

(See pp. 8 and 14.)

Lead from a plain suit of five or more.—The principle of broadest application is to **lead the lowest but one**—in order to retain the command, and to receive partner's assistance, with the ultimate object of establishing the suit, and of making tricks with the long cards in it. Frequently, however, this latter purpose has to be given up, and a defensive game played (see p. 17). This happens when the adversaries show numerical superiority in trumps, or a strong hand.

Compare the ***lead of lowest*** from a plain suit of ***four.***

When the suit is headed by sufficient strength, an opposite principle obtains; i. e., of **leading the highest** (or a high card).

The following table presents these principles distinctly, and shows the limits of their application.

TABLE III.

PLAIN SUIT LEADS FROM FIVE OR MORE.

1. SINGLE CARD AT HEAD.	2. TWO IN SEQUENCE.	3. THREE IN SEQUENCE.
A. and four or more others.	A., K., etc.	A., K., Q., etc.
K., Kv., 10, etc.	K., Q., etc.	K., Q., Kv. etc.
	Q., Kv., 9, and three others.	Q., Kv., 10, etc.
		Kv., 10, 9, etc.
In the above, LEAD THE HIGHEST (or a high card).		
K., Kv., etc., below the 10.	Q., Kv., 9, and less than three others.	10, 9, 8, etc.
K., etc., below Kv.	Q., Kv., etc., below 9.	9, 8, 7, etc.
Q., etc.,	10, 9, etc.	Etc., etc.
Kv., etc.	Etc., etc.	
10, etc.		
Etc., etc.		
LEAD LOWEST BUT ONE.		

The directions embodied in the table, will now be presented in another form, with particulars as to the second lead in the suit.

A. With sequence of three at the head of the suit.

1. From A., K., Q., etc., lead K., then Q.
2. " K., Q., Kv., etc., lead lowest of the sequence, to force out the Ace.—See 3d Hand I., 2 and 8.
3. From Q., Kv., 10, etc., (see also 7)
4. " Kv., 10, 9, etc., } lead the highest.

B. With sequence of two at head of the suit.

5. From A., K., etc., lead K., then A.; with Kv., also, lead low (third round) if Queen does not fall.
6. " K., Q., etc.,
7. " Q., Kv., 9, and three low ones. } lead the highest; then, in 6, the lowest; in 7, the Kv.

C. Variations of 1 and 5.

a. If the leader has previously trumped a suit, he should lead Ace, then King, instead of *vice versa*.

b. From A., K., with *Kv.*, etc., sometimes the suit is changed after leading the King (compare D, page 20). With good trumps, it is better to continue the suit.

D. Ace (alone) at the head, supported by other strength in the suit.

8. From A., Q., Kv., etc.,
9. " A., Q., 10, 9, etc., } lead Ace, then lowest of seq.
10. " A.,Kv., 10, 9, etc.,

From A., Kv., 10, 9, etc., some lead A., then Kv.

11. From A., with four others; even
12. " A., Q., and 3 low ones. } lead Ace, then lowest.

E. King (alone) at the head, supported by other strength in the suit.

13. From K., Kv., 10, etc., lead 10, or lowest of sequence.

F. In all other cases **lead lowest but one.**—This will include:

1. No cases of more and
2. All cases of less } than two honors. Except Kv., 10, 9, etc.

3. With two honors in sequence, only—

Q., Kv., etc.; but not Q., Kv., 10, etc.
nor Q., Kv., 9, and three low ones.

4. With two honors not in sequence, the following:

a. Ace, Q., etc.,
b. Ace, Kv., etc., } but not with 10, 9, also.
c. K., Kv., etc., but not with 10, also.

In suits of five or more, the lowest but one (the penultimate) is led; from suits of four, the lowest.

This important convention should not be neglected. It

enables your partner to infer exactly how many you hold, and, after two or three rounds are out, the probable position of the remaining cards in the suit. This information may easily be worth one or more tricks late in the hand, although it may make no difference whatever in the trick in which the low card is played.

TABLE IV.

COMPARISON OF LEADS FROM SUITS OF FIVE IN TRUMPS AND PLAIN SUITS.

FROM	THE LEAD IN TRUMPS.	THE LEAD IN PLAIN SUITS.
A., K., Q., etc.	Lowest of seq.	K., then Q.
A., K., Kv., etc.	K., and change suit.	K., then A. (but see p. 25.)
A., K., and less than five others.	Lowest but one.	K., then A.
A., Q., Kv., etc.	Lowest of seq.	A., then lowest of sequence.
A., Q., 10, 9, etc.	" " "	A., then lowest of sequence.
Same, with Kv. at left.	Queen.	
A., Q., and low ones.	Lowest but one.	A.. then lowest.
A., Kv., 10, 9, etc.	Lowest of seq.	A., followed by lowest of seq.
Same, with Q. at left.	A., then Kv.	
A., with less than six low ones.	Lowest but one.	A., then lowest.
K., Q., and less than five others.	Lowest but one.	K., then low, if it wins.
K., Kv,, 9, etc.	Lowest but one.	Lowest but one.
Same, with 10 at right,	Knave.	
Q., Kv., 9, and less than three others,	Lowest but one.	Lowest but one.
Same, with 10 at right.	Queen.	
Kv., 10, 8, etc,	Lowest but one.	Lowest but one.
Same, with 9 at right,	Knave.	
10, 9, 8, etc,	Highest.	Lowest but one.

The differences in leading from trumps and from plain suits, as exhibited in the preceding table, may be explained under three heads.

1. The certainty of making tricks with high trumps.
2. The necessity of making tricks early with high cards in plain suits, and of not losing them to adversaries' trumps.
3. The necessity of keeping the command in trumps, after two or three rounds, even though one adversary should be found strong in them.

DIRECTION XV. IN DETAIL.

(See pp. 8, 15, and 16.)

The lead from a plain suit of four.—In general the lead is the same as from a plain suit of five or more, and depends on the same principles (see p. 23). In leading a low card, **the lowest** is led instead of the **lowest but one.** See under F, p. 25.

Besides this general variation, there are a few special differences, which are exhibited below, and with which are compared the leads from corresponding cases of five or more.

1. From A., Q., Kv., and *one* other, lead Ace; then Queen; then low, if both win.
   With more low ones lead Ace; then lowest of the sequence.
2. From A., Q., and *two* low ones, lead lowest.
   With more low ones, lead Ace; then lowest.
3. From A., Q., 10, 9, or A., Kv., 10, 9, lead 9.
   With other low ones, lead Ace; then lowest of the sequence.
4. From Ace, and three low ones, but not Kv., 10, 9, lead lowest.
   With other low ones lead Ace, then lowest.
5. From K., Q., Kv., and *one* other, lead K.; then Q.; then low, if both win.
   With other low ones, lead Kv. (or lowest of sequence).

TABLE V.

COMPARISON OF LEADS FROM SUITS OF FOUR IN TRUMPS AND PLAIN SUITS.

FROM	THE LEAD IN TRUMPS.	THE LEAD IN PLAIN SUITS.
A., K., Q., etc.	Lowest of seq.	K., then Q.
A., K., Kv., etc.	K., and change suit.	K., then A. (but see p. 25).
A., K., etc., below Kv.	Lowest.	K., then A.
A., Q., Kv., etc.	Lowest of seq.	A., then Q.
A., Q., 10, 9.	9.	9, i. e. the, same.
Same, with Kv. at left.	Q.	
A., Kv., 10, 9.	9.	9 (or A., then Kv.).
Same, with Q. at left.	A., then Kv.	
K., Q., Kv., etc.	Kv.	K.; then Q.; then low, if both win.
K., Q., etc., below 10.	Lowest.	K.; then lowest.
K., Kv., 9. etc.	"	Lowest, i. e., same.
Same, with 10 at right.	Kv.	
Q., Kv., 9, etc.	Lowest.	Lowest, i. e., same.
Same with 10 at right.	Q.	
Kv., 10, 8, etc.	Lowest.	Lowest, i. e., same.
Same, with 9 at right.	Kv.	
10, 9, 8, etc.	Highest.	Lowest.

DIRECTION XVII. IN DETAIL.

(See p. 15.)

Return of partner's lead in a plain suit.—It is essential to note the qualifications already stated (p. 15), before adopting this lead.

1. Holding the best card, return it at once.
2. Holding the second and third best, return the highest. Otherwise—

3. With three or more of the suit, *yet remaining* in your hand, **return the lowest.** It matters not how many cards you may have previously discarded from the suit.
4. With less than three, **return the highest.**

DIRECTION XVIII. IN DETAIL.

(See p. 15.)

The lead up to a weak fourth hand; or through a strong second hand.—The first alternative is preferable to the second; but the leader should be wary of inferring a weak fourth hand merely from his discard.

1. Holding best card, lead it.
2. " second best guarded, lead low one.
3. " " and third best, lead highest.
4. In all other cases lead the lowest.

Directions XIX., XX., XXI., XXII. (see p. 16), are either specific in their nature, or may be referred to those already given in detail.

DIRECTION XXIII. IN DETAIL.

(See p. 16.)

The lead from a weak suit.—This being one of the last resorts of the leader, the object should be to do as little harm as possible. The best suits to open are about as follows,—the most advantageous ones being given first.

1. From Q., Kv., 10., lead Q.
2. " Q., Kv., etc., " Q.
3. " Kv., 10, 9, " Kv.
4. " Kv., 10, etc., " Kv.

} If it wins, then the next highest.

A lead from any one of the above four weak suits would be better than a lead from a four-card plain suit headed by an eight or nine.

5. From A., K., Q., lead K., then Q.
6. " A., K., etc., " K., " A.
7. " K., Q., Kv., } lead K., then Q.
8. " K., Q., etc., }
9. " A., Q., Kv., lead A., then Q.

At about this point of division, it would be better to lead from four good trumps than to open one of the following weak suits of three.

10. From A., Kv., etc. }
11. " K., Kv., etc. }
12. " A., Q., etc. } In general, **lead lowest.**
13. " A., etc. } But if there are probable indications of strength in the suit in
14. " K., etc. } partner's hand, **lead highest.**
15. " Q., etc. }
16. " Kv., etc., lead Kv.
17. " Etc., etc., " highest.

A suit of two cards is very disadvantageous to lead from. The play could be justified only as a forced lead. Concerning the lead from a single card in a plain suit, see page 9. But compare XIII., p. 14.

DIRECTION XXIV. IN DETAIL.

(See p. 16.)

The **lead of trumps** from a very poor hand, when the score is desperate.

Lead as explained in IV., i. e., to assist your partner. If he does not happen to hold a good hand, the game is certainly lost.

Directions XXV. and XXVI. are fully stated in their place in the series on page 16.

THE SECOND HAND.

I. IN PLAIN SUITS.

The play of the second hand, in general, depends on the strength (in the suit led) which the player holds in his hand. Next to this, the value of the card led, whether high or low, determines the play. Other causes of variation may be mentioned.

1. A special desire to obtain the lead.
2. Weakness in trumps. See play from A., Q., and three low ones (p. 32, C, 6).
3. When a suit is opened toward the end of a hand.

A.

When an honor is led.—The general rule is to COVER AN HONOR LED. The only instances in which this should not be done, are —

1. When the second hand holds K., or Q., with three or more low ones. With Ace and three others, and five trumps, the Queen might be passed.

   Even in these cases, with a fourchette, that is, the next lower and the next higher card than the one led, the player should follow the rule, and cover. So, likewise, towards the end of a hand, cover the honor led.

   N. B. With A., Q., etc., play A., on Kv. led. The play of Q. on Kv. led, could only be ventured at the end of a hand. (Query: perhaps, also, if you hold Ace and Queen only, of the suit). Note, also, that it is seldom good play to refuse to put A. on K. led, except as below stated (see Remark 2).

2. Toward the end of a hand.

a. Do not play A. on Kv., Q., or even K., of a freshly opened suit, led by an adversary who has all the remaining trumps.—See DESCHAPELLE'S COUP, p. 16.

b. With Ace and four small ones of a suit not yet led, and holding the last trump, do not put Ace on adversary's K. or Q., even if they are led separately.

3. With Queen and one other, throw the Queen to King led, if you want trumps led.

B.

The lead of ten or nine calls for the same play from the second hand, as a low card led. Two slight variations only:—

1. From Q. and one low one, play Q. on 10 (perhaps on 9) led.
2. " two honors with the 10, play 10 on 9 led.

C.

When a low card is led, the general rule is to PLAY SECOND HAND LOW. The causes, above enumerated, determine the variations.

1. With any head sequence of three, containing an honor,
2. With a head sequence of two, containing A. or K.,
3. With other head sequence of two, down to 10, 9, } with one other,
4. From the strong tenaces A., Q., Kv., etc., K., Kv., 10, etc.,

} **play lowest of the sequence.** (Even from A., K., Kv., etc).

5. From A., Q., 10, etc.; also
6. " A., Q., and three low ones, if weak in trumps,

} play Queen.

7. From Ace and four or more small ones, play Ace if the game be critical, and you are weak in trumps.

8. With one honor, singly guarded, play the honor, if you specially want the lead.

   From A., Q., only, in the suit led; also from K., Kv.; ***play the highest honor,*** if you want the lead.

9. At the tenth trick, when, in trumps, you hold ***best and third best,*** or ***second best, guarded,*** over your right hand adversary, always play your highest card of a plain suit led by him. Throw King to Ace led, even when you have another low one.

10. Toward the end of a hand, if a suit led can go round but once, play the Ace second hand.

In all other cases, when a low card is led, **the second hand should play low,** following the general rule. This will include:

1. No cases of more } than two honors.
   and }
2. All cases of less }

   Except Kv., 10; or 10, 9; with one other. But see, under C above, 7, 8, 9, and 10.

3. With two honors, the following:

   a. A., Q., with less than three low ones.

   b. " " " three or more low ones and strength in trumps.

   c. A., Kv., etc.

   d. K, Kv., etc., also
   e. Q., Kv., with two or more low ones } below 10.

The signal for trumps.—When the player, second hand, passes a high card led, or plays low to a low card led, he should ordinarily **play his lowest.**

But when the player has such strength in trumps and in plain suits, either combined or separate, as to be able to play a forward game, even without his partner's support, if only the partner can bring in trumps,—in such case, he should **signal for trumps,** i. e., he should play an unnecessarily high card; which, being followed in a later round by a lower card, will enable the partner to infer his strength.

To trump a trick and thereafter to lead or play a lower trump, is a form of the signal: it indicates at least five in the hand.

It is very important that the partner should not confound the regular play of the second hand, from

Q., Kv., and one other,
Kv., 10, " " "
10, 9, " " "

with the signal for trumps. When the low card falls on the second round, it is not a signal for trumps unless the partner can infer that the second hand has not the next higher than the card first played. To signal for trumps the higher card of the sequence should be played in the first round.

To warrant a signal for trumps, the player requires greater strength than to lead trumps originally, and especially so if the adversaries' score is low. He should hold at least, four trumps, two being honors; or five trumps, one being an honor.

When the player's score is desperate, somewhat less strength will warrant the signal.

When only one, or two, tricks are needed to win or save the game, a signal for trumps is especially hazardous, except from commanding strength.

But a player (generally third hand) might signal on less strength, if his partner's lead evidently shows a strong plain suit.

The Echo.—Exactly the same convention, as the signal for trumps, i. e., an unnecessarily high card played to a trick, followed by a lower card in a later round, constitutes the echo, if adopted **after partner has led** (or begun to lead) **trumps, or has signaled.**

Four trumps, however small, are sufficient to warrant the echo. It enables the partner with the long trumps to infer with almost certainty, the position of every trump out after the second round.

THE PLAY OF THE SECOND HAND AFTER THE FIRST ROUND.

As a general rule, play the best card of a suit, if you hold it.

With great strength in trumps, you might pass the trick and give your partner a chance to take it.

Especially may you hold up the best card, when the second lead of your long suit comes from an adversary after trumps are out. In such a case, play the third best if you hold it.

With second best, singly guarded, play the higher card, if the adversaries are showing a strong hand.

At the tenth trick (as in C. 9, p. 33), when, in trumps, you hold ***best and third best,*** or ***second best, guarded,*** over your right hand adversary, always play your highest card of a plain suit led

by him. Throw King to Ace led, even when you have another low one.

THE PLAY OF THE SECOND HAND RENOUNCING.

The second hand, renouncing, has a choice—often difficult—between two plays; whether to discard, or to trump the trick. Several things affect the choice, (1) the card led, whether the best in the suit or a low one; (2) the strength or weakness of the player's hand in trumps; (3) the strength of the player's hand, and sometimes of his partner's hand, in plain suits.

When a winning card is led, and especially when the adversary leading has complete command in the suit, it is generally right to trump the trick.

1. With six trumps, or with five trumps and an established suit, the second hand should trump in, and then lead trumps. So, also, with five trumps and commanding cards in plain suits.

   In this case, the player should trump with the lowest but one, so that the partner may infer his strength when the signal is completed.

2. When a player and his partner are weak in plain suits, and can only play a defensive game, either should trump then from four, and even five trumps, but should not thereafter lead trumps.

3. With four trumps, as a rule, ***pass a winning card led,*** unless partner has signaled. Especially pass the trick when you have a good suit hand, or one very strong suit, or an established suit, and your partner has not shown strength in trumps.

4. With three trumps, or less, trump freely. If the third hand can also trump the trick, but partner still holds out in the suit, play a high trump, the Ace, if necessary.

When a low card is led, and it is uncertain whether your partner can win the trick, the general rule is, **With fair strength in plain suits,** DO NOT TRUMP A DOUBTFUL CARD UNLESS YOU ARE WEAK IN TRUMPS.

Without such strength in plain suits, and especially if partner is also weak in them, only a defensive game can be played, and you may trump freely even from four or five.

When weak in trumps, and in two suits not likely to get the lead, but with a splendid suit which is not likely to be led, the second player should trump to get the lead even if he knows his partner can take the trick, especially if his partner's high card is probably sure of a trick in a later round.

Also, from ***great strength in trumps,*** six in all; or with five good trumps and an established suit; or, perhaps, with commanding cards if the adversaries have not signaled; the second player may trump a doubtful trick and then lead trumps.

N. B. Do not play the last trump on the second round of an adversary's suit.

The principles governing the appropriate **discard,** when the second player, renouncing, adopts this choice instead of trumping, will be found on page 44.

II. IN TRUMPS.

THE PLAY OF THE SECOND HAND.

On this point, the authorities are not so explicit as might be desired. One rule, however, is of prime importance, TO RETAIN THE COMMAND IN TRUMPS AS LONG AS POSSIBLE, either in your own or in your partner's hand. For this reason it is often right to leave the chance of the first trick to your partner. But if you are weak, and your partner evidently so, stop the lead, at considerable hazard, especially if you have strong suits.

A.

When an honor is led, the general rule is to COVER THE HONOR LED; but the second player may pass it (except to stop the lead of trumps) in the following cases.

1. With Ace and one other, pass the K., led from strength.
   On the K., led in answer to a call, play the Ace, and lead the low if you have a good suit hand.
2. With Ace and three low ones,...pass the Queen led.
3. " " " two low ones,
   one being the ten,.....pass the Queen led.
4. With K. and two or more others, pass the Queen led from strength.
5. With one honor, and two or more others, pass the Kv.
6. With K., and Q., with " " " " " " "

N. B. With Ace, Queen, etc., play the Ace on the Knave led.

B.

When a low card is led, the general rule is to PLAY SECOND HAND LOW, unless it is essential to stop the lead of trumps. But —

1. With three honors, or sequence of three at head,— Play lowest of the sequence. But play Ace, if King is turned up at the left.
2. With two honors and the ten, play the ten.
3. With K., Q., and one other, COVER.
   " Q., Kv., " " " "
   " Kv., 10, " " " "
   " 10, 9, " " " "

   With A., K., and one low one; also from K., Q., and two more low ones, play low.

4. With either A., K., or Q., and one low one, ***play high*** if you wish to stop the lead of trumps. But with Q. and another, ***play low*** if A., or K., be turned up to partner.

5. With Q., singly guarded, play the Q., on ten led,

6. With K., or Q., singly guarded, and superior honor at the right, ... Play high; but with the honor at the left, play low.

7. With K., or Q., turned up, singly guarded,..... ..... Play the honor.

THE GRAND COUP.

If you have five trumps, be on the lookout for an opportunity of playing the GRAND COUP; especially if a trump is led at your right. This consists in ***getting rid of a useless trump,***

(1.) By trumping a partner's trick, or —

(2.) By under-trumping a trick already trumped by partner.

The object of the Coup is to place the lead in your partner's hand at the eleventh trick; as for instance, when you will then remain with a ***major tenace, or second best guarded, in trumps,*** over your right hand adversary.

Another form of the *Grand Coup* consists in playing a low trump on a trick already trumped by an adversary, instead of discarding a winning card of a plain suit which must ultimately be led to you by the adversary holding the long trumps.

THE PLAY OF THE SECOND HAND IN TRUMPS AFTER THE FIRST ROUND.

With best and two or more others, and especially with good cards in plain suits, **play low second hand.**

With third best (and others) play the third best, if led through.

In general, play to retain the command as long as possible; and, if weak in trumps, to assist your partner as much as possible.

THE THIRD HAND.

I. IN THE FIRST ROUND.

In general, PLAY THIRD HAND HIGH, and do not finesse in partner's suit; especially not in the first round of trumps led by him. But in the following cases the **third hand should play low.**

A. On Queen led.

1. From Ace and others.

B. On Knave led.

2. From A., K., etc., with strength in trumps, and a good hand.
3. From K., etc., if the second hand renounces.

C. On the ten led.

4. From Queen and low ones.
5. From any two honors not in sequence and other low ones.

N. B. With Ace and low ones, play Ace on ten led.

D. On a low card led.

6. From K., etc., in trumps, pass even a low card led, if you need but one trick to win or save the game.

Note also the following special plays which should not be neglected.

1. With A., Q., etc., play Queen on a low card led.
2. With A., Kv., etc., in trumps, and an honor turned up at the right, play the Knave, if it covers the play of the second hand.
3. At the tenth trick,—trumps all out,—do not play A., on second player's Q., this being the first round of the suit.

Otherwise, PLAY THIRD HAND HIGH (or lowest of a sequence), unless the trick belongs to partner, or you are unable to win it, or your highest is in sequence with the card led.

The signal for trumps.—When you play low third hand, or are unable to win the trick, play your lowest unless you wish to signal for trumps, or to echo. These subjects are fully considered on pp. 33 and 35. Note the statement that the third hand may signal from comparatively less strength in trumps, if his partner's lead shows a very strong plain suit.

II. AFTER THE FIRST ROUND.

General principles in regard to finessing must be taken with considerable allowance. The proper play largely depends on the inferences drawn from the fall of the cards, and somewhat on the score and the strength of the hand. The following, however, may be given.

1. With best and third best, finesse if strong in trumps; but not if second hand renounces, or if partner won the first trick cheaply, third hand; nor if one trick wins or saves the game.
2. With second and fourth best, finesse, especially if the winning card be at your left.
3. At the eleventh trick, win it, even over partner's certain winning card, if there are out four trumps, held between your left hand adversary and partner.

THE PLAY OF THE THIRD HAND RENOUNCING.

In general, the same principles apply as in the case of the second hand renouncing.

1. With six trumps (if necessary in order to win the trick), you may trump in and then lead trumps.
2. So, also, with five trumps and an established suit.

3. **With four trumps,** and a strong hand; or a very strong suit; or an established suit: do not trump to win, or overtrump the previous hand, unless your partner is evidently forcing you; or unless the left hand adversary is evidently strong in trumps.

4. With four trumps and a weak hand, trump a losing card led by partner. So, with five small trumps and a weak hand, if partner, also, evidently has no good suit.

5. With weakness in trumps (three or less) trump freely, if necessary in order to win the trick.

6. Pass a "thirteener", if your partner is weak in trumps: if he is strong, play as upon a trump led.

7. Do not trump partner's King (led originally). Let the fourth hand play the Ace, if he holds it.

8. Do not play last trump on second round of an adversary's long suit.

9. At the eleventh trick, holding best and fourth best trumps, do not overtrump a right hand adversary who has trumped with second or third best trump and still holds the other.

One of the first habits of memory to form in whist is to note when a suit goes around three times, and is renounced only by one player on the third round. Evidently two of the suit then remain out.

If the higher is led through the player (second hand), who just renounced, and he declines to trump it, the leader's partner (third hand) should not trump the trick,—

(1.) If the suit was originally led by the fourth hand; nor

(2.) If the suit was originally led by the partner, and he did not indicate five in his hand.

In each of these cases, the fourth hand must hold the thirteenth and lower card of the suit.

If the indications plainly show that the leader had five originally, or that the fourth hand has none left, then the third hand should trump high, if at all. Without such indications, the third hand may trump low. But in both cases, he may decline to be forced (see 3 above).

THE FOURTH HAND.

In general, the play of the fourth hand is to **win the trick** if against him, and to win it as cheaply as possible.

By winning with a highest of a sequence and returning the lowest, it can be shown that the player has the remainder of the sequence.

Sometimes it is necessary to **win a trick already belonging to partner;** in order to get out of his way in a suit in which he holds good cards, or to lead up to a weak fourth hand; as for instance—

When, late in the hand, a suit is led which is evidently your partner's, and in which you hold King and one small one; play the King even if the trick is already your partner's. Then lead the low through the strong second hand, and up to the weak fourth hand.

Toward the end of a hand you may **refuse to win a trick,** in order to get the left hand adversary to lead up to your tenace, or guarded second.

Refuse to win a trick if by so doing you give up your sole power of re-entry,—when by retaining the card of re-entry, you would have a chance to get the lead after trumps were out, and thus to make two or more tricks.

The fourth hand, renouncing, should generally trump the trick. But (compare 3, p. 42) he should refuse to win a trick, and thus to spoil his hand by giving up his strength in trumps, especially if his partner has shown a weak hand.

N. B. Do not play last trump on the second round of an adversary's long suit.

THE DISCARD.

In general, discard from your weakest suit. **But if trumps are declared against you,** discard from your strongest suit, in order to inform your partner.

But **do not unguard an honor,** nor **blank an ace,** especially in an adversary's suit; moreover, early in the hand, **do not discard a singleton,** unless your partner is strong in trumps.

If your left hand adversary will have the lead next round, a discard from a suit in which you hold a tenace, may deceive him into leading up to it.

With complete command of a suit, you may discard the highest, if you wish to inform your partner of the fact.

If your discard must be from one of two suits, containing the same number of cards, discard from the one in which you will be left best protected.

CONCLUSION.

One last word to characterize as a delusion the idea that any one can learn to play whist from a book. To become a whist-player, one must learn *to see* what is taking place before his eyes, and *to comprehend* the meaning of it. When facts are seen and understood, no effort is required to remember them.

It is utterly useless then, perhaps worse,—confusing—to attempt to commit to memory any direction herein stated, before one is in the habit of recognizing the situation to which it refers. The beginner in whist will get most advantage from this book by reading it solely for the purpose of getting some idea of what he is to look for in the progress of a game.

The author of this compilation has not intended to introduce anything into it that is not supported by good authority. In the statement of so many general and specific directions, he cannot hope to have escaped errors and omissions. Indulgence is asked for them, in the hope that the work may challenge such friendly criticism among lovers of whist, that they may be pointed out and corrected in a later edition.

THE END.

ERRATA.

On page 19, last line of the table, read "lowest but one" instead of "lowest"; also in E, page 20, and in 3 and 4 page 21.

On page 21, direction III., insert "From suits of four, the lowest is led; from suits of five, the lowest but one."

On page 24, A. 2. the reference should read "See page 40."

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